In the Claims

Claims 67 and 72 are amended.

Claims 67-72 remain in the application and are listed below:

1.-66. (Canceled).

67. (Currently Amended) A method of rendering a skin comprising:

defining one or more subviews, each subview corresponding to a subsection within a skin that can be moved or hidden;

defining multiple visible regions, individual visible regions being associated with the one or more subviews, the visible regions representing individual areas to which their associated one or more subviews are drawn;

defining a traversable tree structure having multiple nodes, each node being associated with a visible region and having one or more attributes, at least some of the attributes being changeable by a user interaction with a visible region;

recalculating a visible region for a node responsive to a user-induced attribute change for the visible region by traversing the tree structure;

recalculating a visible region associated with a parent node of said node; and

after said acts of recalculating, re-rendering a skin associated with the tree structure.

68. (Original) The method of claim 67, wherein said defining of the one or more subviews comprises doing so using an XML data structure.

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69. (Original) The method of claim 67, wherein said recalculating of the visible region associated with the parent node comprises summing multiple visible regions.

70. (Original) The method of claim 67, wherein said re-rendering takes place at runtime.

71. (Original) The method of claim 67, wherein said defining of the tree structure comprises doing so at runtime.

72. (Currently Amended) One or more computer-readable media having computer-readable instructions thereon which, when executed by a computer, cause the computer to:

define one or more subviews using an XML data structure, each subview corresponding to a subsection within a skin that can be moved or hidden;

define multiple visible regions, individual visible regions being associated with the one or more subviews, the visible regions representing individual areas to which their associated one or more subviews are drawn;

define a traversable tree structure having multiple nodes, each node being associated with a visible region and having one or more attributes, at least some attributes being changeable by a user interaction with a visible region;

recalculate a visible region for a node responsive to a user-induced attribute change for the visible region by traversing the tree structure;

recalculate a visible region associated with a parent node of said node; and

1   responsive to said acts of recalculating, re-render a skin associated with the

2 tree structure.

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